

**STEP THREE:**

**SELL YOUR VIDEO GAME!**

**-Display your video game case and any extras to the class. Pretend you are selling your game to potential buyers.**

**-Do not read off your paper but try to engage the class using good communication skills and eye contact with your audience.**

**-Be persuasive and confidenT in your game. DON’T FORGET TO SELL THE GAME AND THE STORY BEHIND THE GAME (DON’T FORGET YOUR BOOK).**

**STEP TWO:**

**DESIGN YOUR VIDEO GAME!**

**-YOUR VIDEO GAME CASE MUST LOOK VISUALLY APPEALING. USE VISUALS ON THE FRONT COVER AND INTERESTING, SHORT PARAGRAPHS ON THE BACK TO SELL YOUR GAME!!!**

**- YOUR GAME NEEDS A DETAILED INSTRUCTION MANUAL. INSIDE, IT NEEDS A SHORT SYNOPSIS OF THE STORY (beginning, middle and end), CHARACTER LIST AND A SUMMARY OF IMPORTANT LEVELS (MINIMUM 3).**

**STEP ONE:**

**THINK UP YOUR VIDEO GAME!**

**-READ THE BOOK THAT YOU WILL BE MAKING A VIDEO GAME BASED ON.**

**-AS YOU READ THINK LONG AND HARD ABOUT YOUR VIDEO GAME’S GENRE, STORY, CHARACTERS, AND GAME DESIGN**